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Bahar

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(54) **METHOD AND APPARATUS FOR VERIFYING PLAYERS' BETS ON A GAMING TABLE**

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A63F 9/24 (2006.01)

(52) **U.S. Cl.** **463/25**; 273/274

(58) **Field of Classification Search** 273/292, 273/274, 309; 463/25, 29; 473/54, 55, 106, 473/109, 125

See application file for complete search history.

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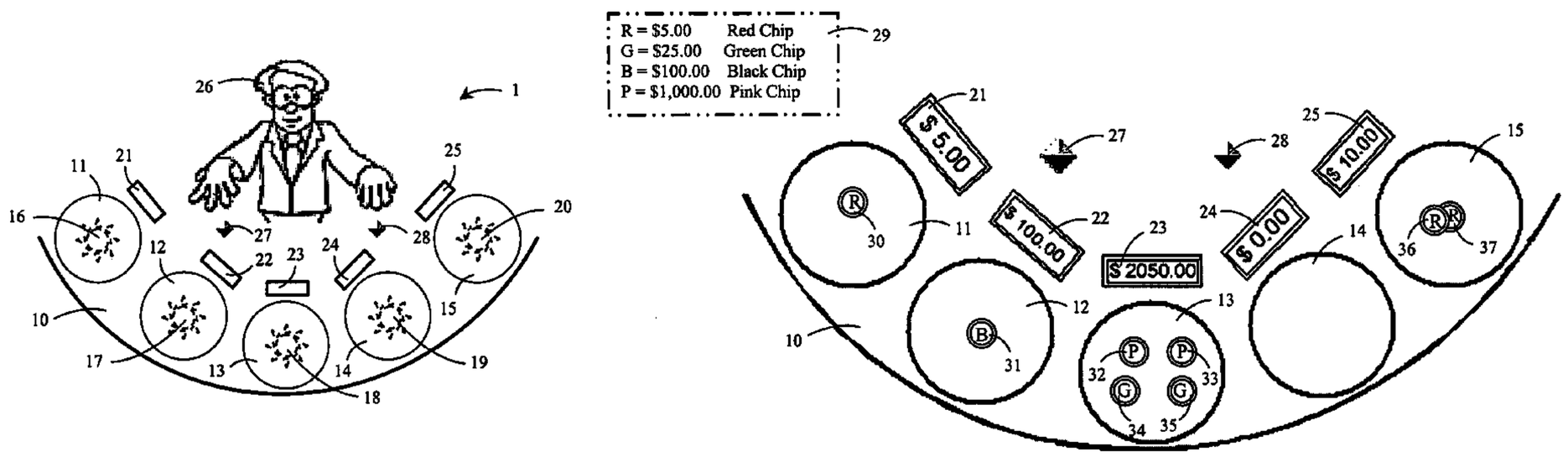
(57) **ABSTRACT**

A method and apparatus for verifying players' bets on a gaming table is comprised of a system that can detect the monetary value of a wager that is placed by a particular player at a gaming table. Once all betting is finalized, the detected monetary value of the players' bets is locked and/or recorded thereby preventing that value from being changed by the addition or removal of betting chip(s) from a player's respective bet. If after the results of the gaming round, there is a discrepancy or mismatch between a player's wager and the locked monetary value of a player's bet, casino personnel will be alerted of the player's possible cheating practices thereby enabling them to investigate the matter.

33 Claims, 11 Drawing Sheets



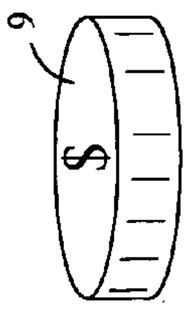


FIG. 1'

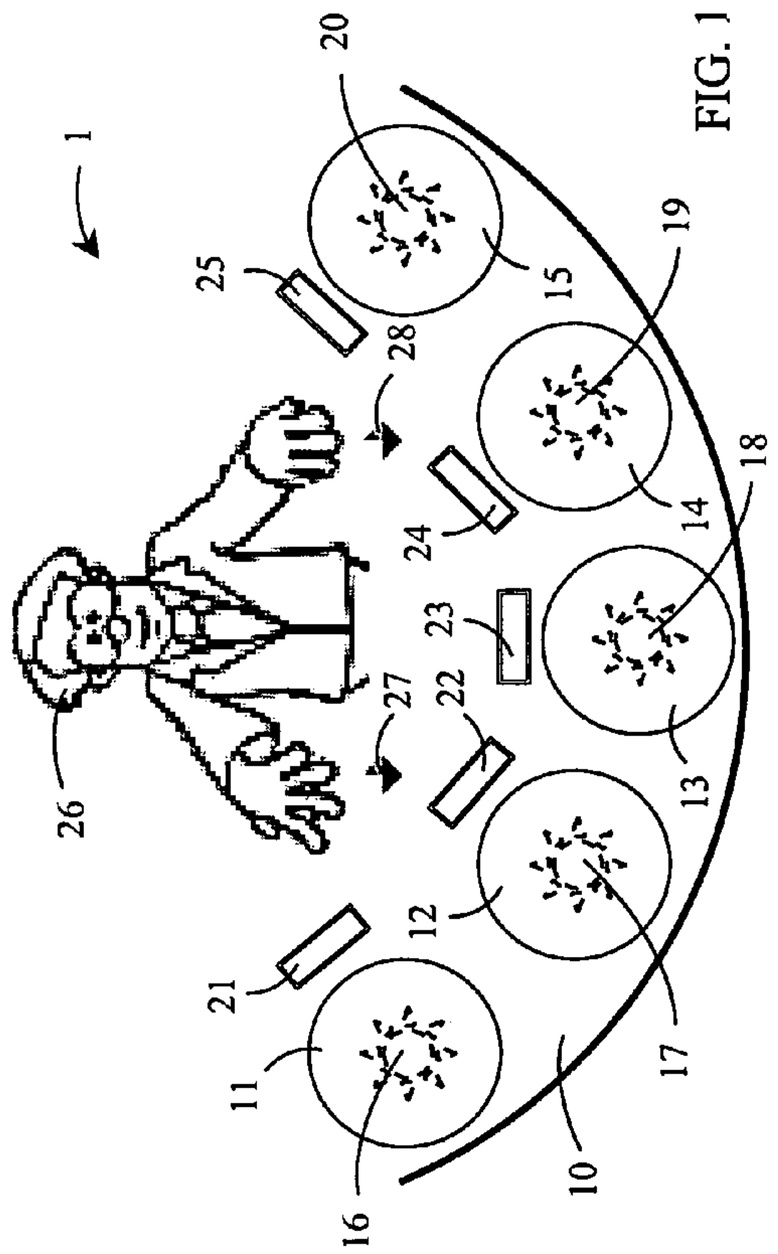


FIG. 1

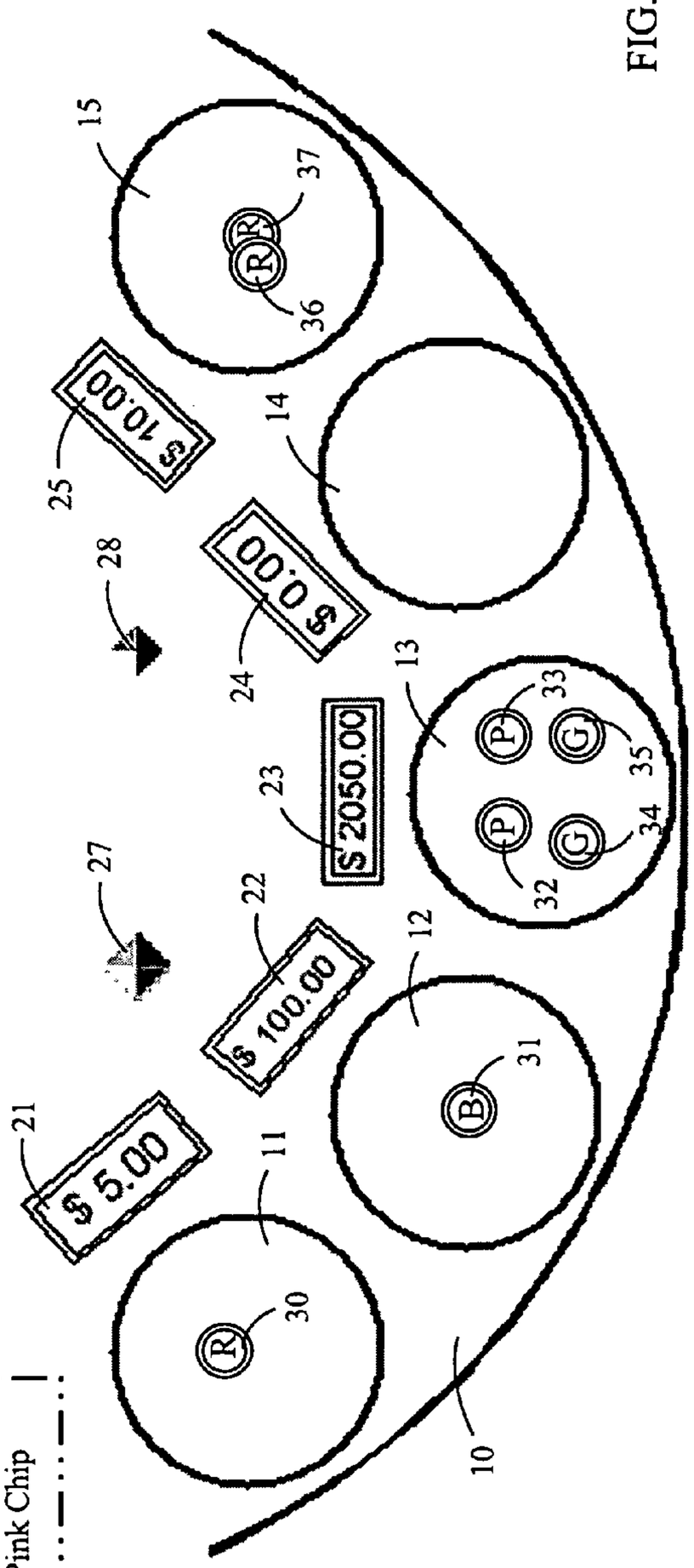


FIG. 2

FIG. 3

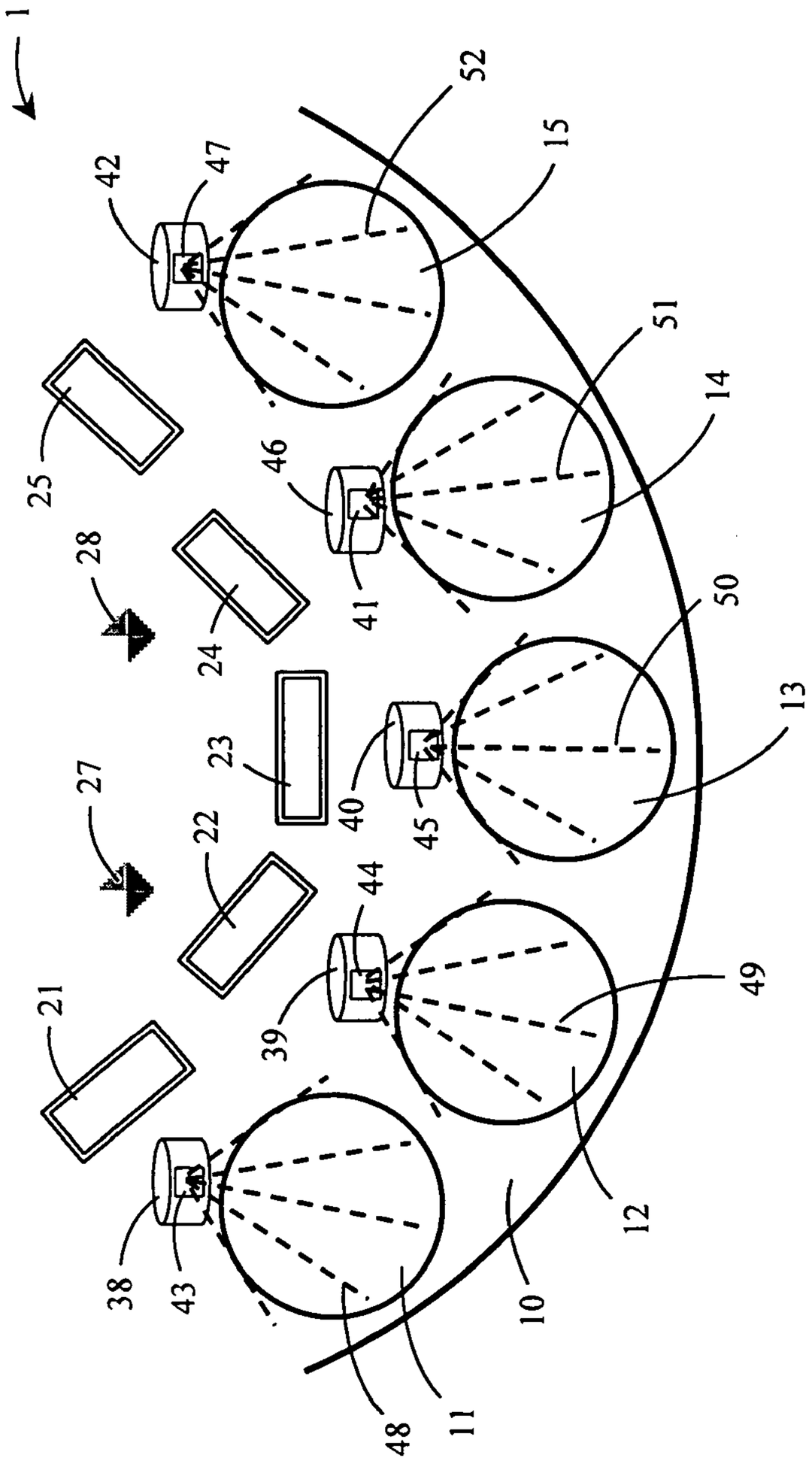
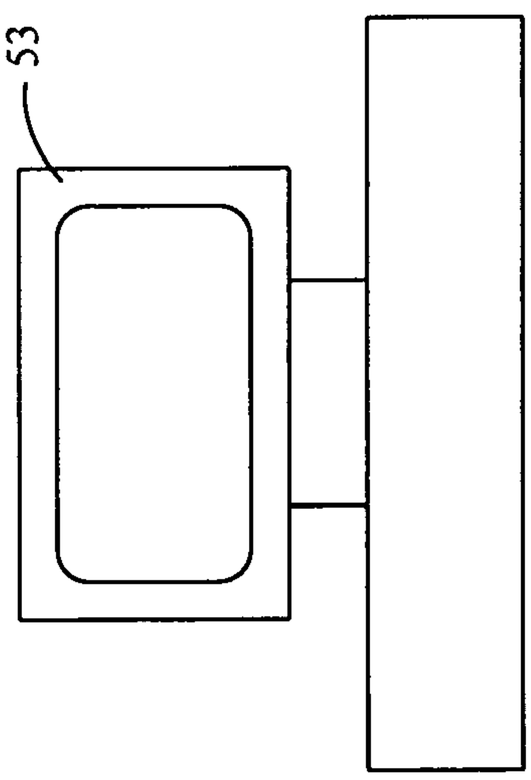

1
52
15
42
47
51
25
46
14
28
41
24
50
27
23
40
45
13
22
44
49
21
39
38
43
10
12
48
11

FIG. 4


53

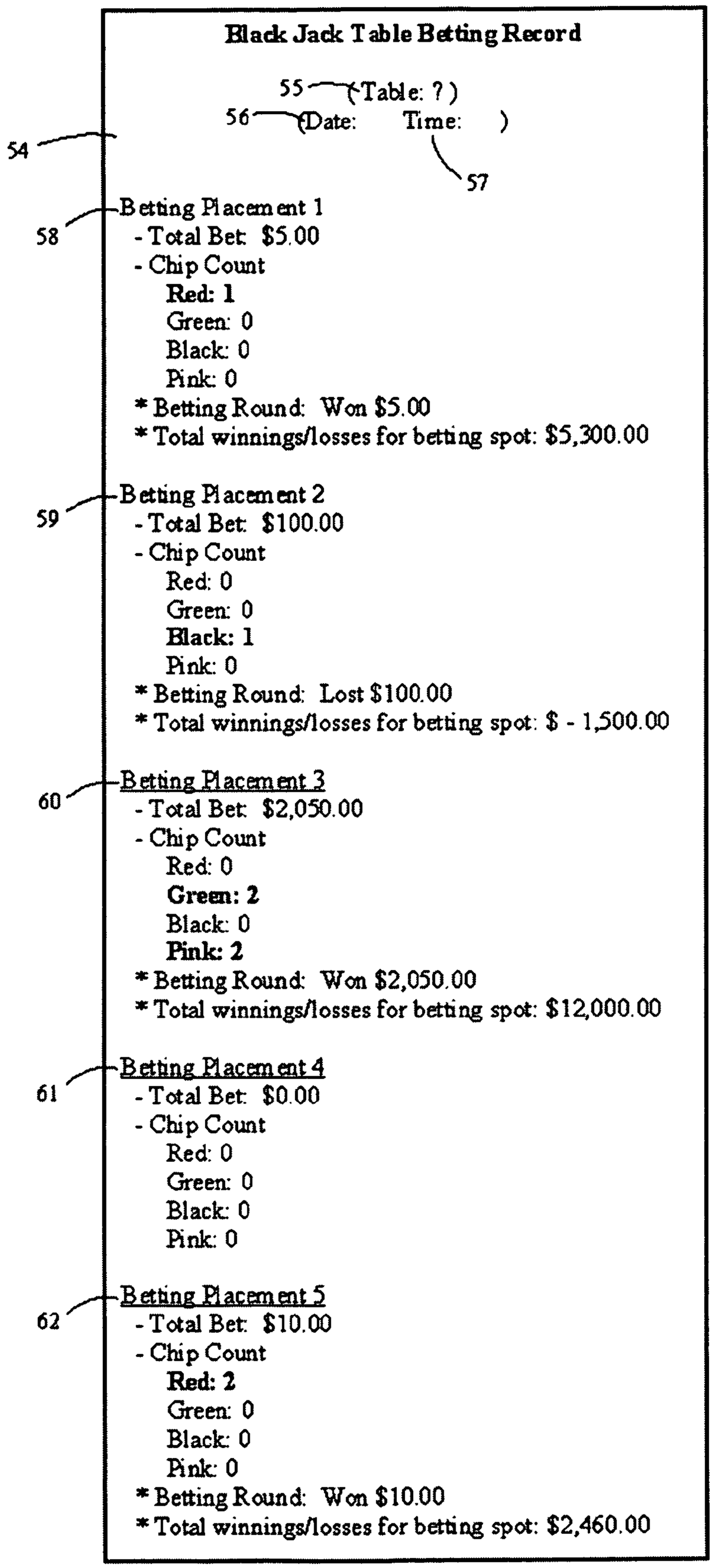

Black Jack Table Betting Record
55
(Table: ?)
56
(Date: Time:)
54
57
58
Betting Placement 1
- Total Bet: $5.00
- Chip Count
Red: 1
Green: 0
Black: 0
Pink: 0
* Betting Round: Won $5.00
* Total winnings/losses for betting spot: $5,300.00
59
Betting Placement 2
- Total Bet: $100.00
- Chip Count
Red: 0
Green: 0
Black: 1
Pink: 0
* Betting Round: Lost $100.00
* Total winnings/losses for betting spot: $ - 1,500.00
60
Betting Placement 3
- Total Bet: $2,050.00
- Chip Count
Red: 0
Green: 2
Black: 0
Pink: 2
* Betting Round: Won $2,050.00
* Total winnings/losses for betting spot: $12,000.00
61
Betting Placement 4
- Total Bet: $0.00
- Chip Count
Red: 0
Green: 0
Black: 0
Pink: 0
62
Betting Placement 5
- Total Bet: $10.00
- Chip Count
Red: 2
Green: 0
Black: 0
Pink: 0
* Betting Round: Won $10.00
* Total winnings/losses for betting spot: $2,460.00

FIG. 5

FIG. 6

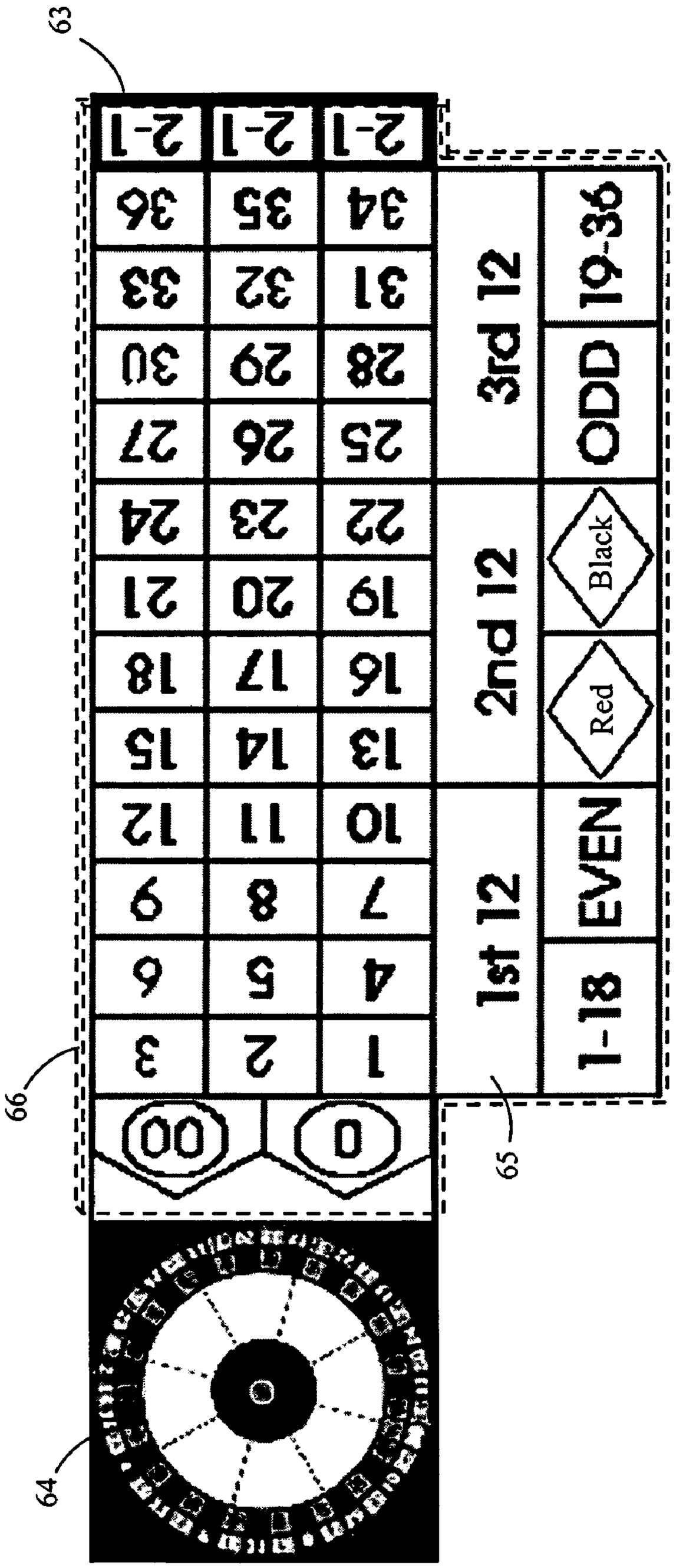
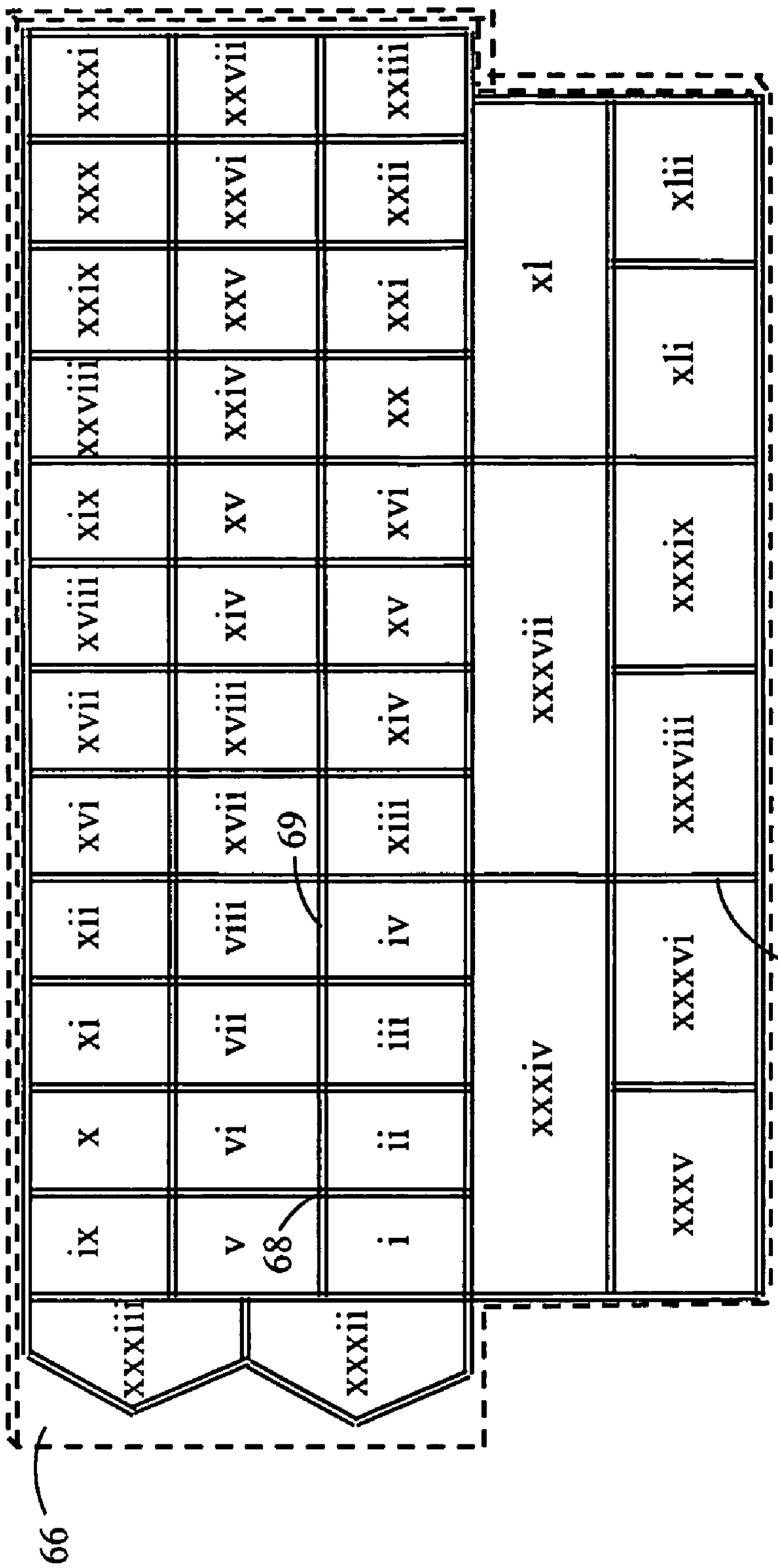

63
2-1
2-1
2-1
34
35
36
31
32
33
28
29
30
25
26
27
22
23
24
19
20
21
16
17
18
13
14
15
10
11
12
7
8
9
4
5
6
1
2
3
00
0
3rd 12
2nd 12
1st 12
19-36
ODD
Black
Red
EVEN
1-18
66
65
64

FIG. 7


xxxi
xxvii
xxiii
xxx
xxvi
xxii
xxix
xxv
xxi
xxviii
xxiv
xx
xix
xv
xvi
xviii
xiv
xv
xvii
xviii
xiv
xvi
xvii
69
xiii
xii
viii
iv
xi
vii
iii
x
vi
ii
ix
v
i
68
xxxiii
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xl
xlii
xli
xxxix
xxxviii
xxxvi
xxxiv
xxxv
67
66

FIG. 8

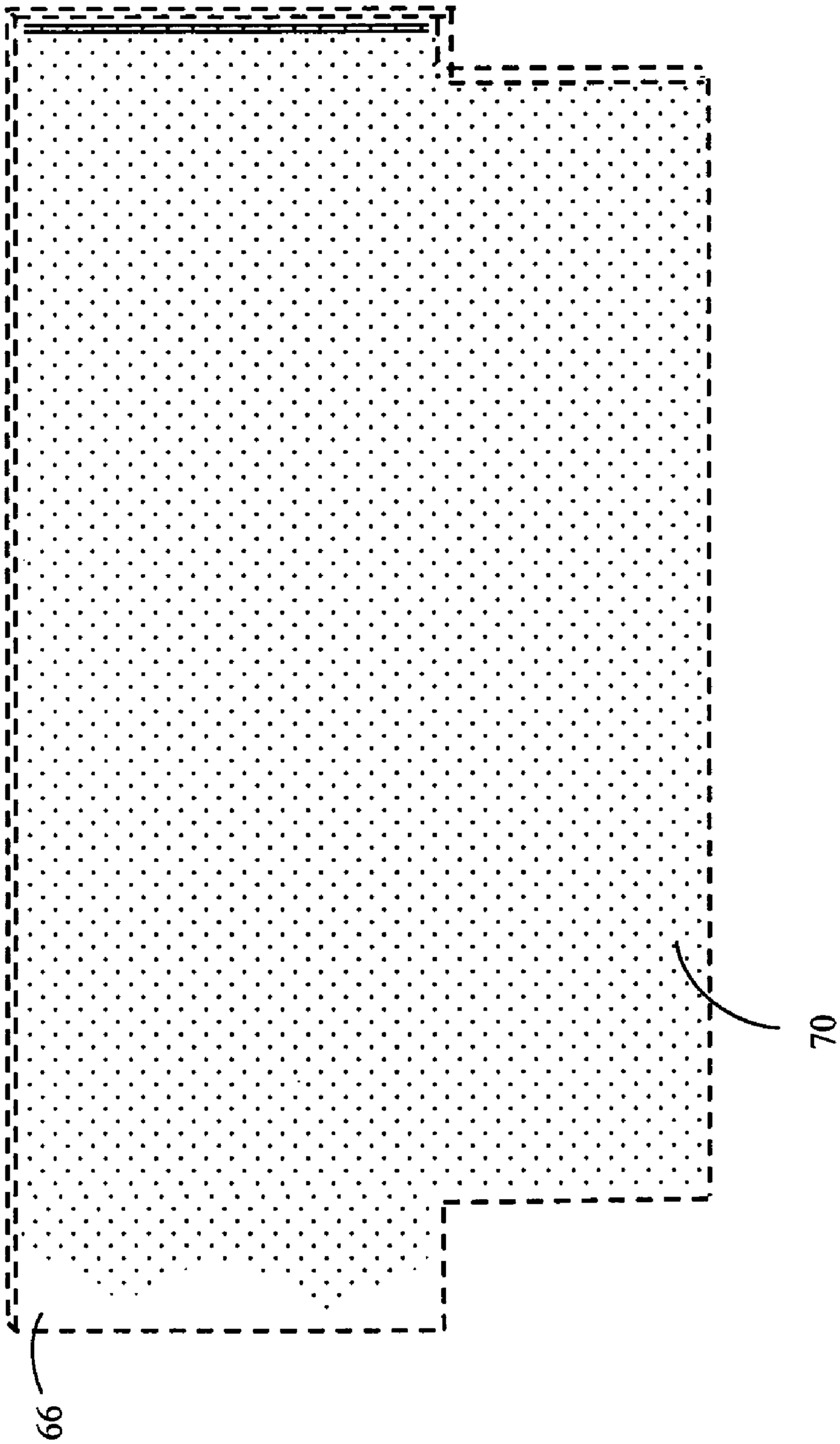
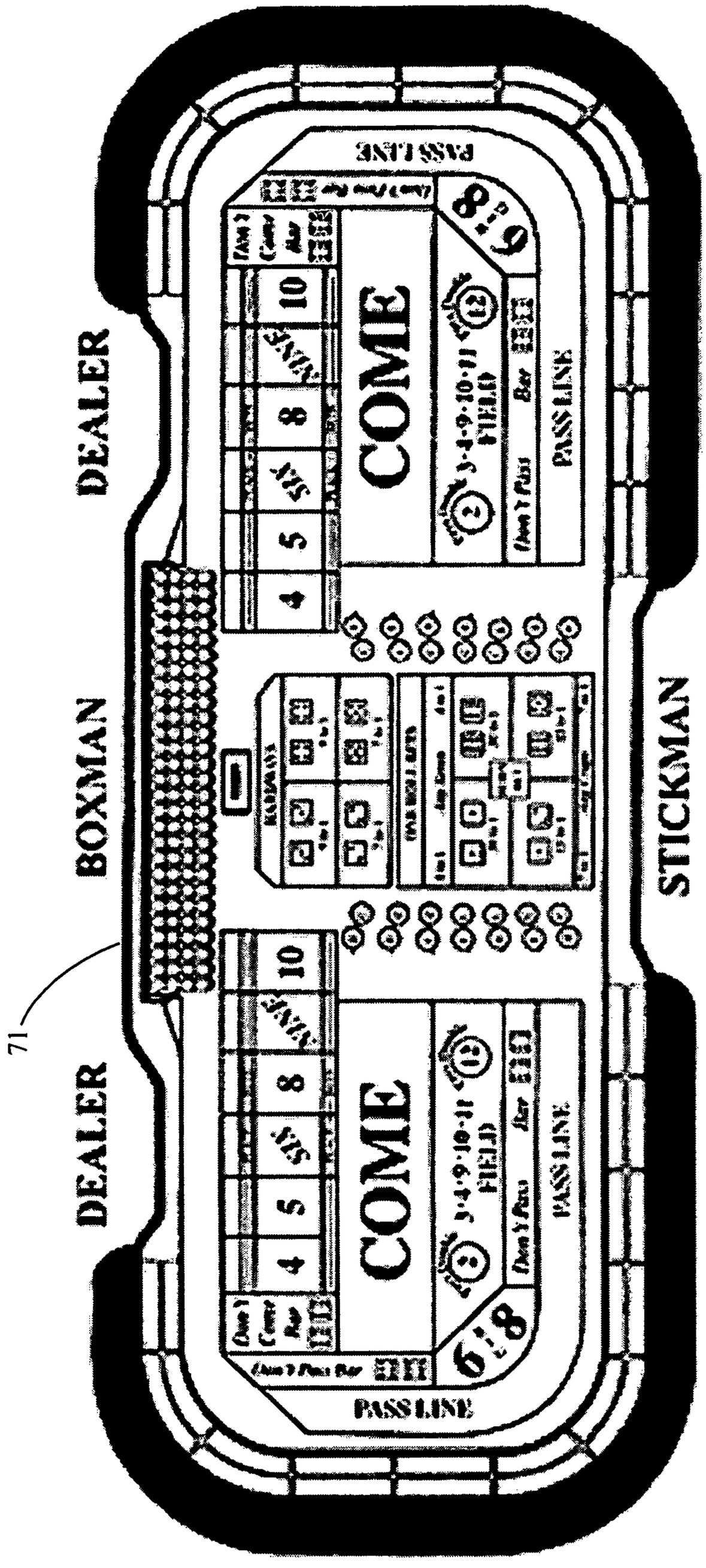


FIG. 9


DEALER
BOXMAN
STICKMAN
DEALER
COME
PASS LINE
FIELD
6 8
9 10
5
4
71

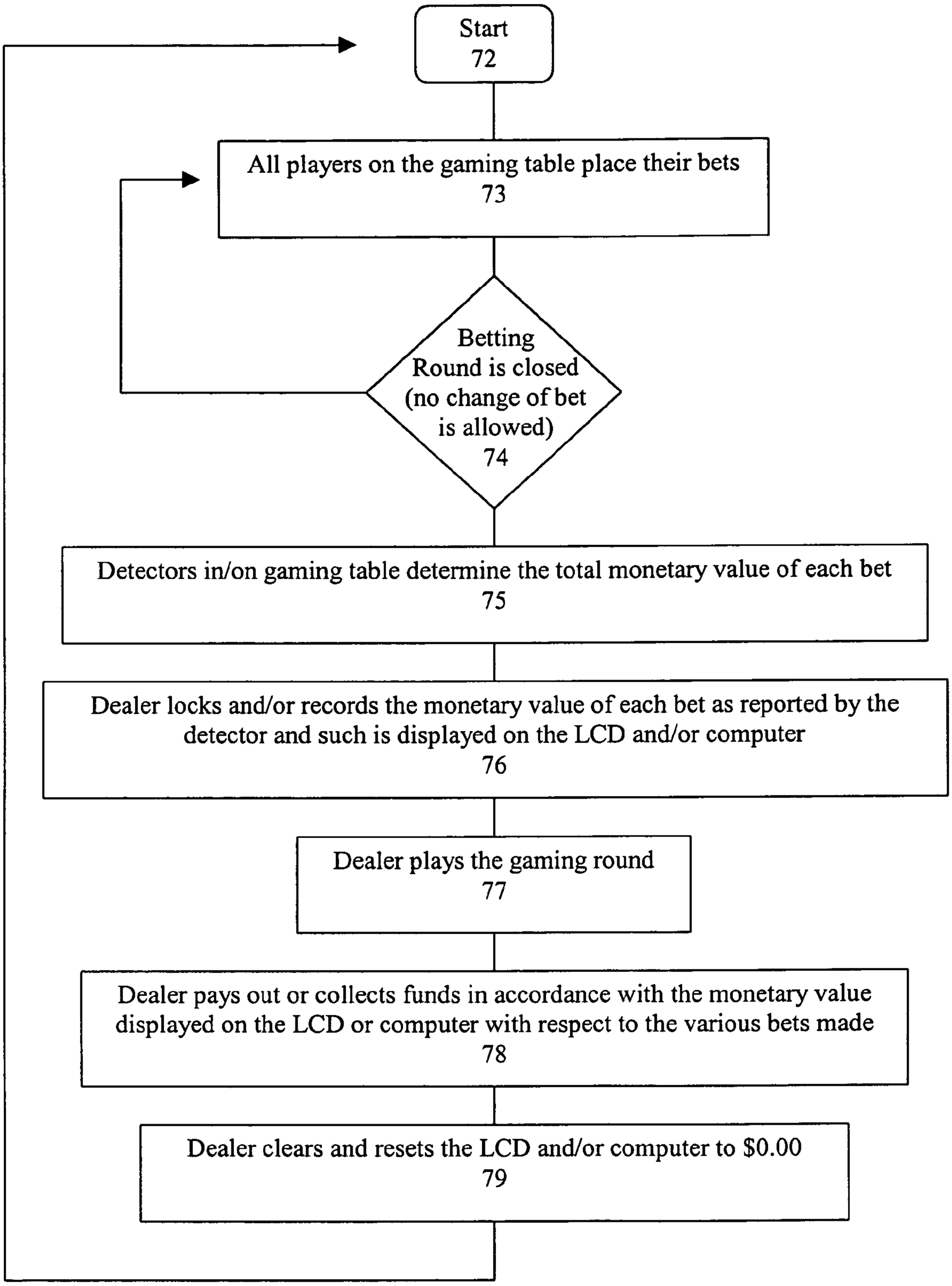

Start
72
All players on the gaming table place their bets
73
Betting
Round is closed
(no change of bet
is allowed)
74
Detectors in/on gaming table determine the total monetary value of each bet
75
Dealer locks and/or records the monetary value of each bet as reported by the detector and such is displayed on the LCD and/or computer
76
Dealer plays the gaming round
77
Dealer pays out or collects funds in accordance with the monetary value displayed on the LCD or computer with respect to the various bets made
78
Dealer clears and resets the LCD and/or computer to $0.00
79

FIG. 10

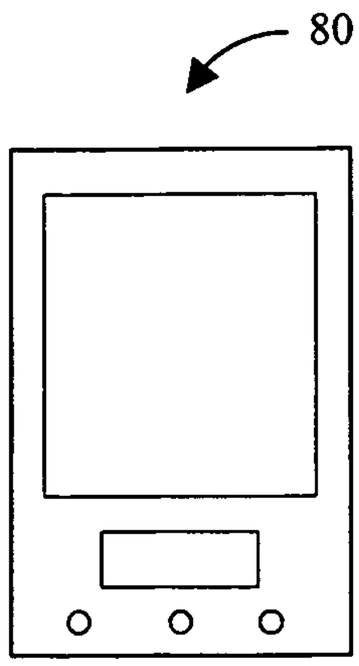

80

FIG. 11

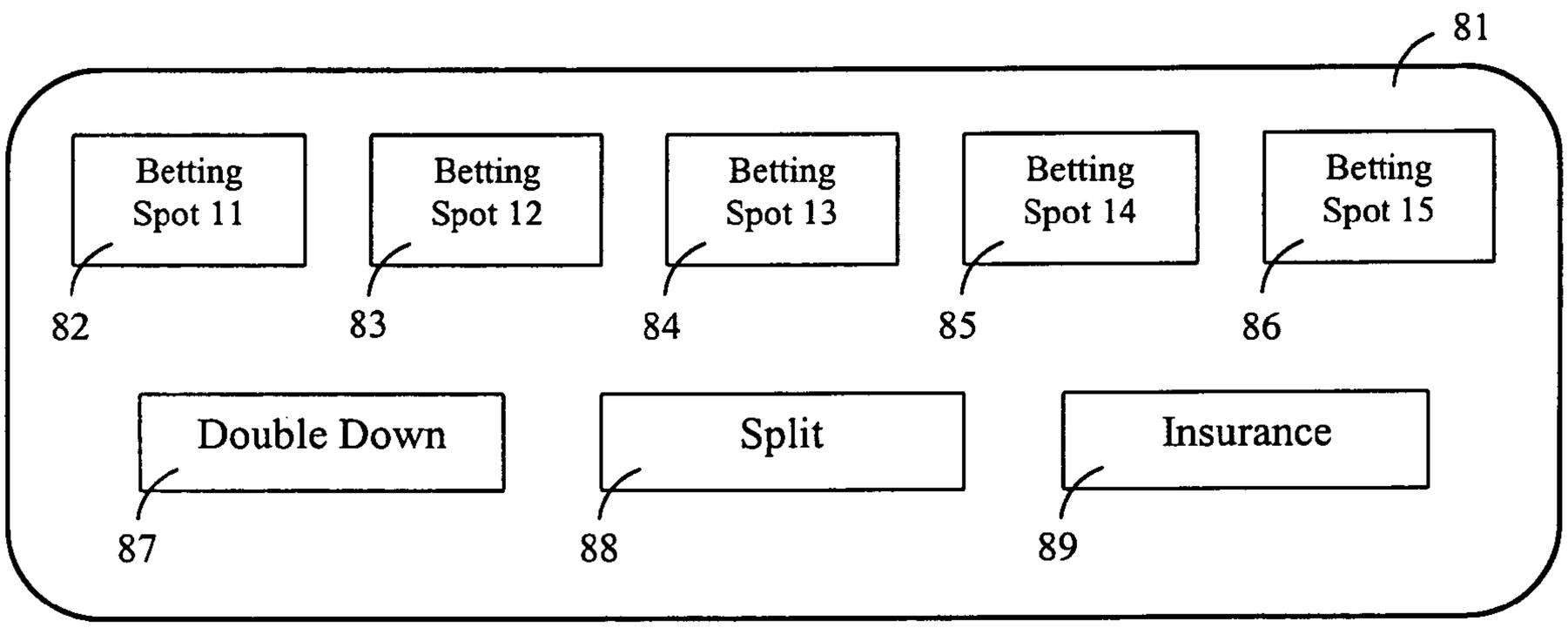

81
Betting Spot 11
Betting Spot 12
Betting Spot 13
Betting Spot 14
Betting Spot 15
82
83
84
85
86
Double Down
Split
Insurance
87
88
89

FIG. 12

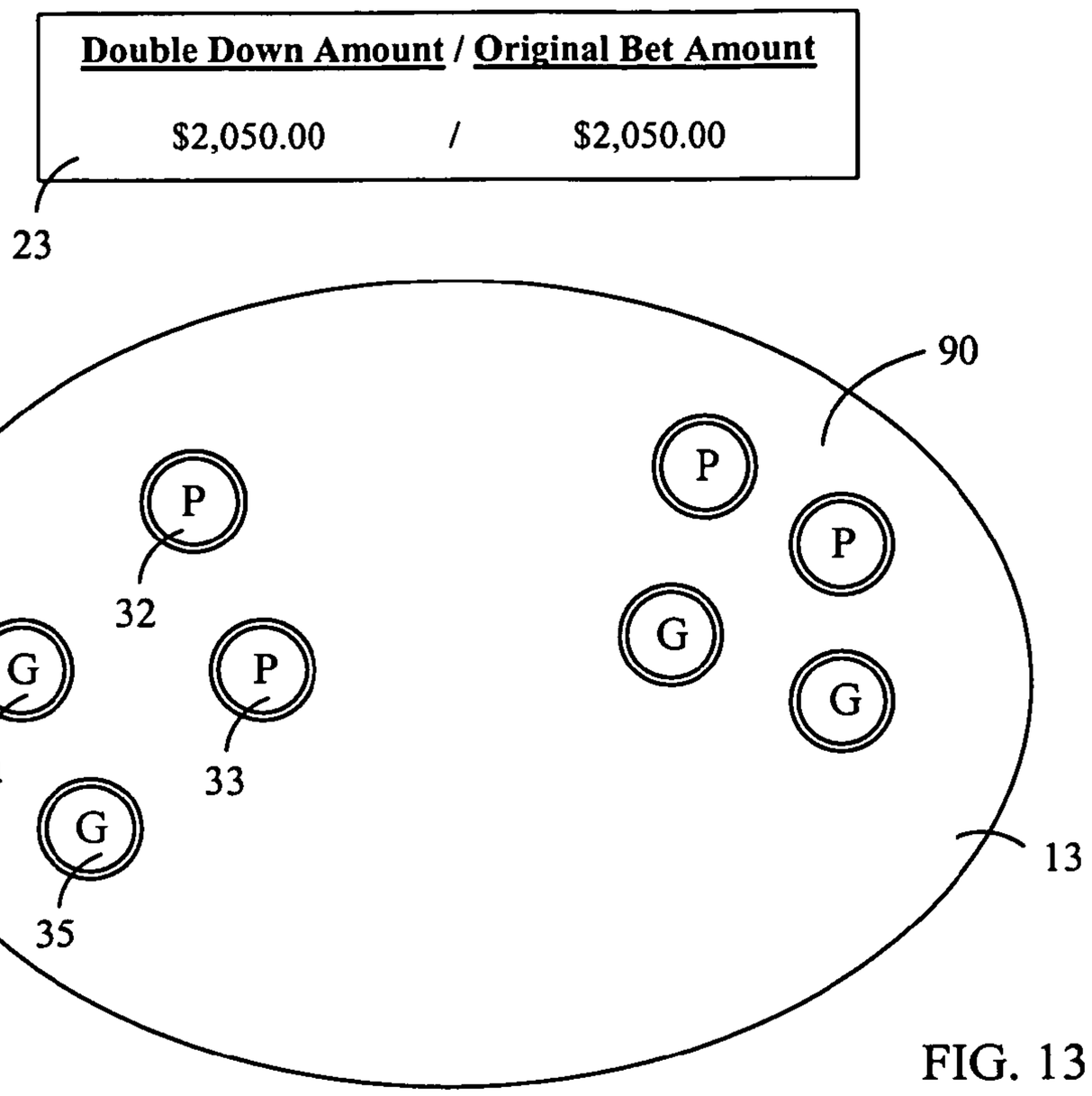

Double Down Amount / Original Bet Amount
$2,050.00 / $2,050.00
23
90
P
P
P
G
G
P
G
G
32
34
33
35
13

FIG. 13

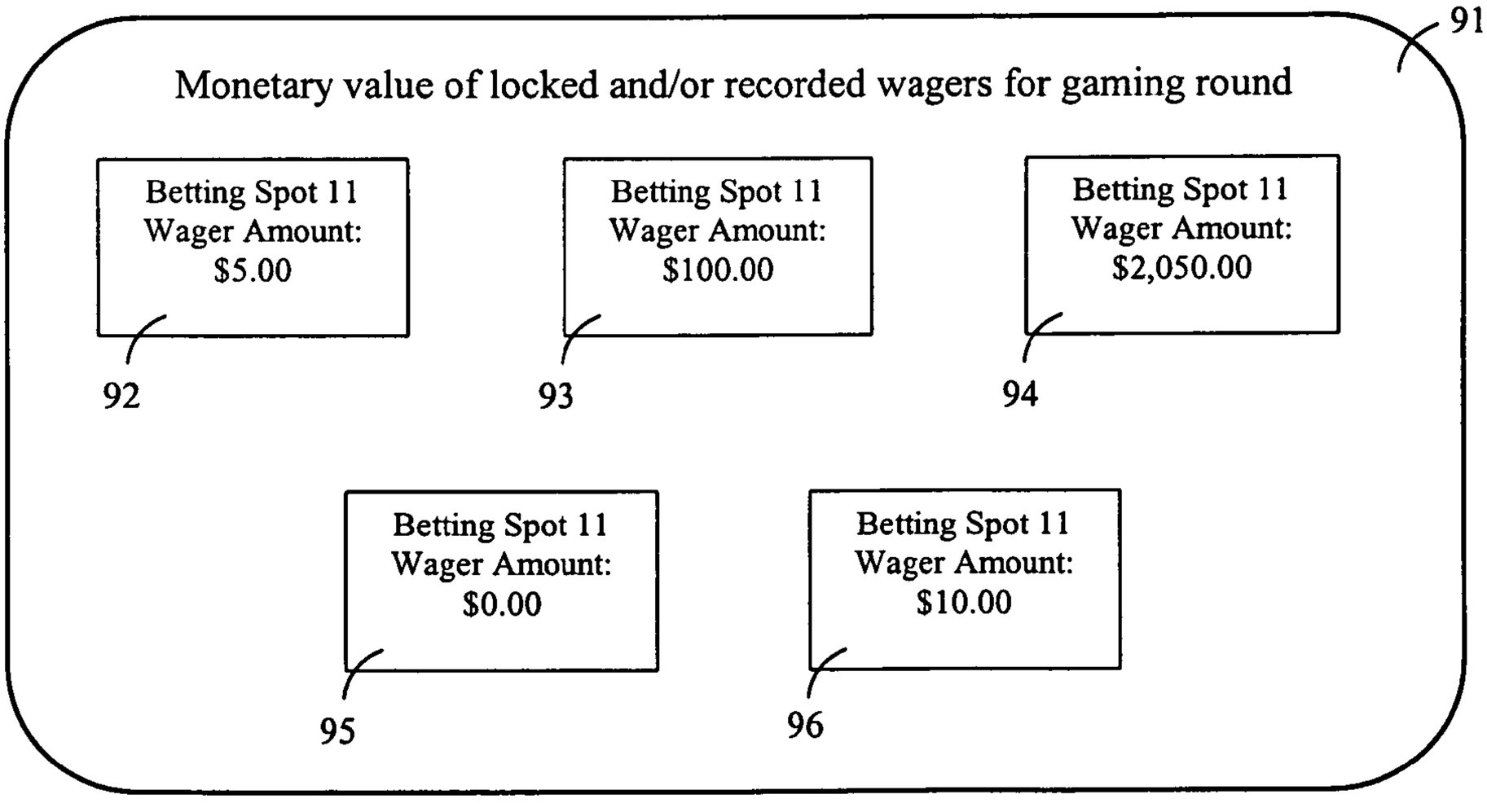

91
Monetary value of locked and/or recorded wagers for gaming round
Betting Spot 11 Wager Amount: $5.00
92
Betting Spot 11 Wager Amount: $100.00
93
Betting Spot 11 Wager Amount: $2,050.00
94
Betting Spot 11 Wager Amount: $0.00
95
Betting Spot 11 Wager Amount: $10.00
96

FIG. 14

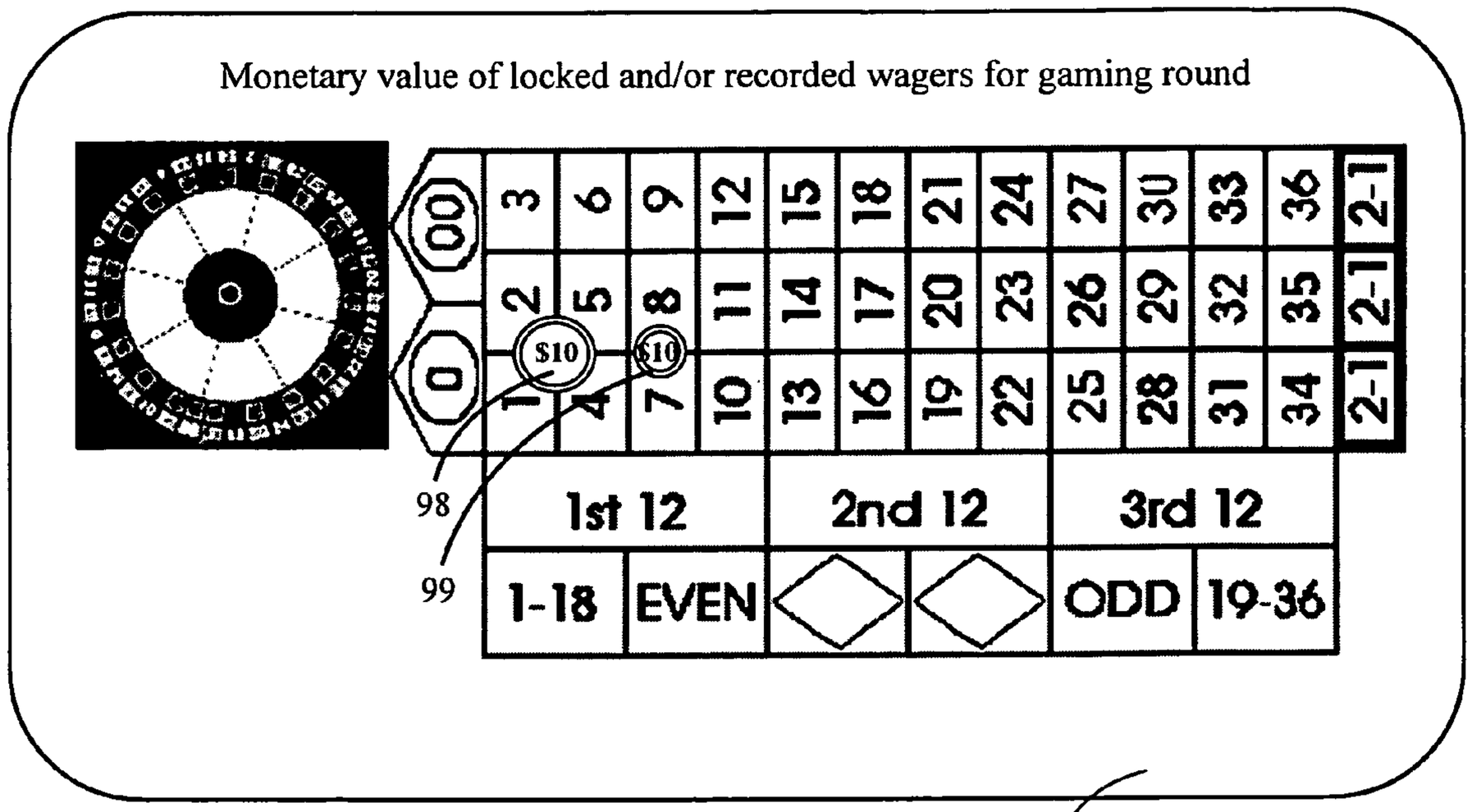

Monetary value of locked and/or recorded wagers for gaming round
0
00
3 6 9 12 15 18 21 24 27 30 33 36 2-1
2 5 8 11 14 17 20 23 26 29 32 35 2-1
$10
$10
1 4 7 10 13 16 19 22 25 28 31 34 2-1
98
99
1st 12
2nd 12
3rd 12
1-18
EVEN
ODD
19-36
97

FIG. 15

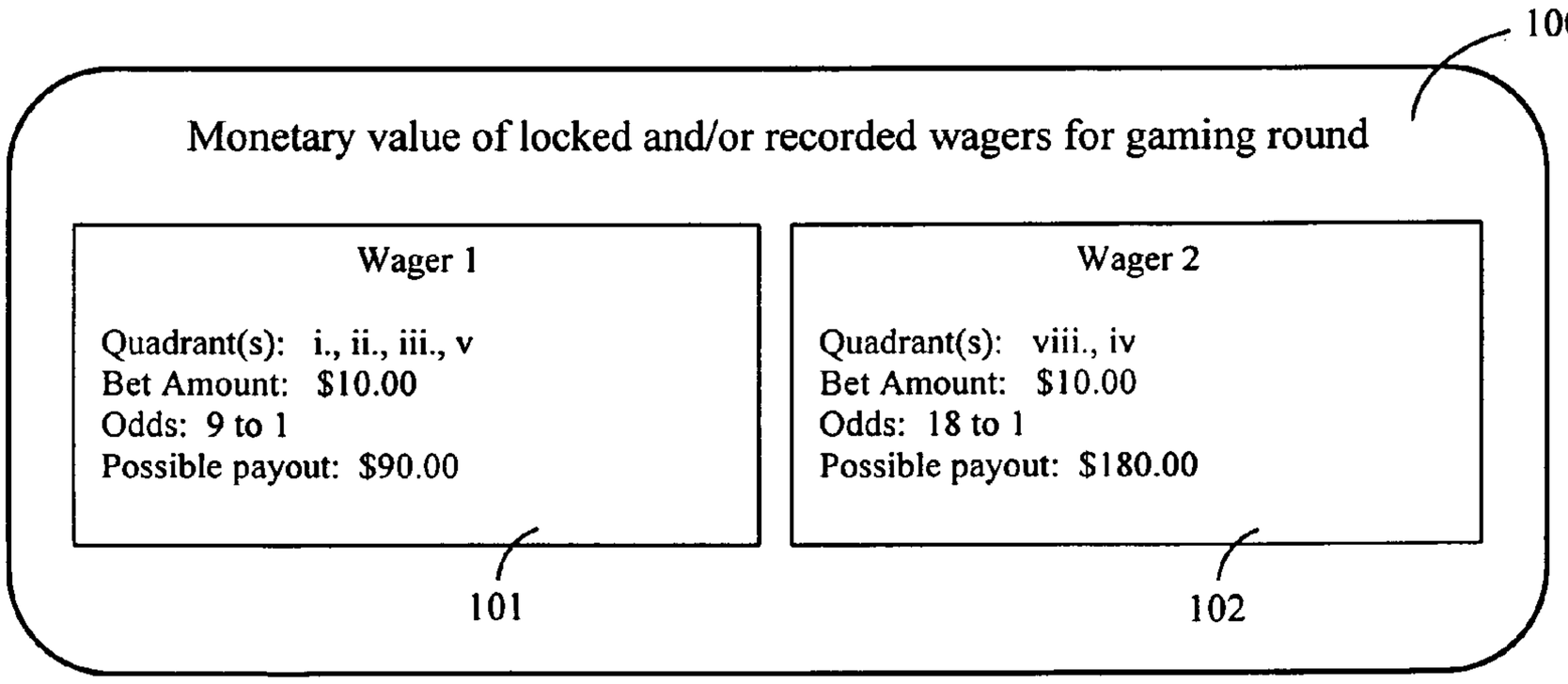

100
Monetary value of locked and/or recorded wagers for gaming round
Wager 1
Quadrant(s): i., ii., iii., v
Bet Amount: $10.00
Odds: 9 to 1
Possible payout: $90.00
Wager 2
Quadrant(s): viii., iv
Bet Amount: $10.00
Odds: 18 to 1
Possible payout: $180.00
101
102

FIG. 16

METHOD AND APPARATUS FOR VERIFYING PLAYERS' BETS ON A GAMING TABLE

BACKGROUND OF THE INVENTION

This invention relates to methods and apparatuses for verifying the monetary value of bets and more particularly to a method and apparatus for verifying the monetary value of bets placed on a gaming table.

Gaming casinos have played a major role in society and continues to do so today. Although most people gamble according to the rules of the casino without incident, some have worked ardently at devising cheating techniques in order to "beat the casino" and illegitimately earn profits. Despite the various cheating methods devised, some of the more costly for the casino have been the adding or removal of betting chips from a bet after the player has learned whether they have won or lost. Many cheaters using such tactics repeatedly work at improving their technique so that it is unnoticed by either the dealer or casino personnel. As has been the case, many of these players have become exceedingly tactical in their approach and as a result, have been able to cheat the casino for large amounts of money. It is mentionable that although many of these players work outside the prelude of the casino or their personnel, in some circumstances, casino dealers have been in on the "scam" and thus, have worked in partnership with the players in order to cheat the casino. Given this problem, a method and apparatus of verifying players' bets on a gaming table is required in order to curtail cheating as well as generate an accurate record of how much money a casino has taken in or paid out on its gaming tables.

BRIEF SUMMARY OF THE INVENTION

The following invention is for a method and apparatus for verifying the monetary value of players' bets on a gaming table. A detector is capable of detecting the monetary value of one or more betting chip(s) which is bet on a gaming table. The total value of the betting chip(s) bet by a player is determined by the detector and locked by the dealer once all betting is closed for any one gaming round. This will effectively prevent a player from cheating the casino by either increasing or decreasing their wager after the betting results are disclosed. Additionally, a computer system can be used to record and process the players' bets in order to allow the casino to generate an exact accounting as to how much money was won and lost from each of the respective gaming tables.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a perspective view of one embodiment of a blackjack table with five betting spots, each of which have a detector associated therewith for detecting the monetary value of a player's bet.

FIG. **1'** is a perspective view of one embodiment of a betting chip used on gaming tables.

FIG. **2** is a perspective view of the blackjack table of FIG. **1** wherein the total monetary value placed on each of the five betting spots is disclosed on adjacent LCD screens.

FIG. **3** is a perspective view of the blackjack table of FIG. **1** wherein each of the five betting spots is associated with a scanner for determining the total monetary value of a player's bet.

FIG. **4** is a perspective view one embodiment of a computer which can be used to display the details of the total monetary value of players' bets for respective gaming tables.

FIG. **5** is a screen shot view of one embodiment of the data that can be displayed on the computer of FIG. **4**.

FIG. **6** is perspective view of a roulette table with a detector located underneath.

FIG. **7** is a perspective view of one embodiment of the detector of the roulette table of FIG. **6**.

FIG. **8** is a perspective view of an alternate embodiment of the detector of the roulette table of FIG. **6**.

FIG. **9** is a perspective view of a craps table that may be configured in accordance with embodiments disclosed in this invention.

FIG. **10** is a flow chart depicting one possible way in which the disclosed invention would be used.

FIG. **11** is a perspective view of a hand held computer.

FIG. **12** is a computer screen view of one embodiment of various program sequences that can be initiated for the blackjack table of FIG. **1**.

FIG. **13** is a perspective view of one embodiment of a double down program sequence initiated for betting spot **13** of the blackjack table of FIG. **1**.

FIG. **14** is a computer screen view of the locked wagers made on the blackjack table of FIG. **1**.

FIG. **15** is a computer screen view of the locked wagers made on gaming table which allows for simultaneous multi-position betting, wherein the location of the wagers is displayed on the table itself.

FIG. **16** is a computer screen view of the locked wagers made on gaming table which allows for simultaneous multi-position betting, wherein the wagers are displayed in accordance with a coordinate indication system.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

As shown in FIG. **1**, one embodiment of a method and system for verifying players' bets on a gaming table is illustrated and hereinafter, referred to as the "system" **1**. As illustrated in FIG. **1**, system **1** is made up of a blackjack table **10** which has five betting spots **11**, **12**, **13**, **14**, & **15**, each of which have a betting chip detector, respectively numbered **16-20**, and LCD, respectively numbered **21-25**, associated therewith. Although each of the betting spots **11-15** has its individual detector, **16-20** respectively, it is likewise contemplated that one detector can be used for all of the betting spots **11-15**. Additionally, although each of the detectors **16-20** is shown to be located underneath the betting spots **11-15** respectively, the detector(s) can likewise be located in any location that would allow them to detect the total monetary value of each bet placed in a respective betting spot **11-15**. As such, detectors **16-20** may be located on top or even above blackjack table **10**. It should further be noted that despite the system **1** components mentioned above, the system may further include, but is not limited to a computer, a CPU, a data storage element, and program modules which will allow the method and apparatus to function in accordance with the invention described herein.

Detectors **16-20** can comprise of any device that is capable of detecting the monetary value of a given betting chip(s) **9**, as is shown in FIG. **1'**, that is placed within their range of detection. As used in the specifications and claims, the term "betting chip" **9** refers to any object, regardless of its composition that has a determined monetary value and which is used for placing wagers on a gaming table. The term is further meant to include legal currency in both paper and coin form. As typically seen in most gaming casinos, a betting chip **9** is rendered in the form of a circular coin-like object that is composed of plastic material and has a set monetary value.

The betting chip detector(s) include both electronic as well as non-electronic devices, the determination of which is best know to those skilled in the art. In this sense, each of the detectors **16-20** will be able to distinguish between individual betting chips, regardless if their stated monetary value is the same or different. This can be done by configuring the detectors **16-20** to recognize the distinctive characteristic(s) of each betting chip that is placed within its range of detection. For example, betting chips of a particular monetary value may have within them a particular kind of metallic element which is detectable by each of the detectors **16-20**. Thus, if a $5.00 betting chip has copper imbedded within it, while a $100.00 betting chip has silver embedded within it, a detector that is able to distinguish between both will be able to ascertain the presence of a $5.00 as well as $100.00 betting chip when they are placed within its detection range.

Preferably, the detector **16-20** will likewise be able to recognize repetitive occurrences wherein two or more betting chips of the same monetary value are placed within its detection range. Thus, for example, when two $5.00 betting chips are placed within the detection range of one of the five detectors **16-20** the respective detector will be able to ascertain the presence of both $5.00 betting chips. One way of accomplishing this is to configure the detector to be sensitive to quantity measurements (for detecting repetitive occurrences) as well as characteristic qualities (for distinguishing between the value of different betting chips). For example, distinctions based on quantity measurements can be based on simply detecting each separate occurrence of a particular event (such as the addition of another chip of the same kind and value). This can include recognition of same value betting chips on account of weight measurements wherein only similar betting chips weigh the same. Thus, if a $5.00 betting chip weighs 2.3 ounces, while a $25.00 betting chip weighs 3.4 ounces, a weight measurement of 4.6 ounces (which would be the total weight of 2 $5.00 betting chips) would indicate a presence of 2 $5.00 betting chips. Of course, such a scheme would require the use of a weight measuring device that is a part of or separate from the detector **16-20**. Furthermore, distinctions based on quantity measurements can also be done by configuring each betting chip with a unique identification element (such as a code), and identifying it on a separate basis. It is noteworthy that despite the methods mentioned herein, several other methods of distinguishing between repetitive occurrences of the same betting chip may exist which are best known to those skilled in the arts and thus, need not be elaborated upon herein.

It is noteworthy that the betting chips themselves may contain any element/material that will allow them to be detected and recognized by the detector (e.g. **16**). Possible elements/materials can include, but are not limited to metals, chemicals, plastics, printed matter, magnetic field, optics, etc. This furthermore includes any electronic mechanism within the betting chips that will allow them to be detected and recognized by the detector (e.g. **16**). For example, each betting chip can have within it, an embedded transmitter (such as a radio frequency transmitter) which will emit a unique signal to the detector (e.g. **16**), thereby allowing it to ascertain the presence and value of the particular betting chip within its detection range. Additionally, distinguishing characteristics may further include printed matter on the betting chip such as a particular code or color scheme (as is often located on the face and around the edges of many betting chips). It is further contemplated that betting chips may be placed inside the detector in order for their value and presence to be acknowledged. This scenario, of course, would require that the detector (e.g. **16-20**) be situated in a vicinity (such as on top of the gaming table) which allows a player ready access to it. Despite the mentioned methods of allowing the betting chip to be identified and distinguished by the detector (e.g. **16-20**), other methods which are best known to those skilled in the art may likewise exist, and thus, need not be elaborated upon herein.

It should furthermore be mentioned that where more then one detector is utilized per gaming table, it is preferred that each such detector (e.g. **16-20**) have a limited detection range that will limit its detection abilities to a predetermined vicinity. This will ensure that a detector designated to detect betting chips in a particular betting spot will not detect betting chips in adjacent betting spots. In other words, with reference to FIG. **1**, detector **16** which is configured to detect betting chips in betting spot **11** will not detect any betting chips that are placed in betting spot **12**. This will ensure that the detector **16** that accounts the total monetary value of the bet for the player positioned in betting spot **11** will not improperly take into account the monetary value of any of the betting chips placed in any of betting spots **12-15**.

Prior to the beginning of a gaming round for any game of chance, the respective players are allocated a certain amount of time in which to place their desired monetary bets, hereinafter referred to as, "betting time". Once this is done, the betting time is closed and players are no longer allowed to change their bets. At this point, the casino game handler or dealer will lock the monetary value of the bets for each respective player, as detected by the respective detectors. Locking of a player's wager will freeze the locked monetary value and constitute that amount as the player's bet for the gaming round. This means that once a bet is locked, the detector will not change the monetary value of the bet in the player's betting spot regardless if betting chips are removed from or added to that betting spot. Once locked, the value of the players' bets will be made known to the dealer **26** by any method known to those skilled in the art which may include a computer kept in the possession of the dealer **26**, LCDs on the gaming table, or a combination of the two. A computer kept in the possession of the dealer **26**, for example, may be a stationary computer, ref. character **53**, FIG. **4**, or handheld computer (i.e. Palm Pilot®, PC, etc.), ref. character **80**, FIG. **11**. As shown in FIG. **14**, this computer can display the locked and/or recorded value of the respective players' bets after bets for the particular gaming round are made final by the dealer. There, a computer screen **91** (which can pertain to a stationary computer **53**, FIG. **4** or handheld computer **80**, FIG. **8**), indicates that the player in betting spot **11** has wagered $5.00, ref. char. **92**; the player in betting spot **12** has wagered $100.00, ref. char. **93**; the player in betting spot **13** has wagered $2,050.00, ref. char. **94**, the player in betting spot **14** (if actually present) has wagered $0.00, ref. char. **95**; and the player in betting spot **15** has wagered $10.00, ref. char. **96**. Assuming that the locked value of the players' bets is provided to the dealer **26** on a computer kept in their possession, it would further be preferred that this value be displayed on LCD screens such as those indicated by reference characters **21-25**, FIG. **1**. This will allow each player to view their locked bet as well as provide the dealer with an additional visual source that displays the locked value of the players' bets. The result of this would allows the dealer to monitor any of the players' attempts to illicitly change their bets and cheat the casino. Additionally, the players themselves would be reluctant to attempt any deceitful tactics in light of the display of the locked value of their bets. In the event that there is a discrepancy or mismatch between a player's wager and the locked monetary value of a player's bet, the casino personnel (e.g. the table dealer and/or other casino operations staff) will

be alerted of the player's possible cheating practices thereby enabling them to investigate the matter. Alerting of the possible fraud may be accomplished via a warning signal that is outputted by the system **1**. The warning signal may be visual (as would be if presented on a computer screen), audible, or a combination of the two.

With regards to FIG. **1**, once the betting time for the gaming round is closed, the dealer **26** of blackjack table **10** will lock the value of the wagers bet by each player. This may be done by any method known to those skilled in the art, including the pushing of a button **27** as shown in FIG. **1**. This will lock and/or record the total monetary value of all of the detected betting chips for each of the betting spots **11-20**. At this point, any change in the monetary value of a player's wager will not be registered and/or detected by the betting spot detector(s) **16-20**. The result is that should a player illicitly attempt to change their wager before or after the game results are in (or at any unauthorized time during the gaming round), the monetary value of the betting chip(s) **9** located in the player's betting spot **11-15** respectively, will not correlate to the locked monetary value displayed on the player's respective LCD (i.e. LCDs **21-25**), or on the dealer's computer, FIG. **4**, ref. character **53** or FIG. **11**, reference character **80**. When the dealer attempts to either pay the player (for a winning hand)or take their wager (for a loosing hand), the dealer will become aware of the discrepancy or mismatch between the player's wager and the locked monetary value of the player's bet. This will put the casino on alert of the player's possible cheating practices thereby enabling them to investigate the matter.

It should further be mentioned that in addition to being displayed to the dealer, the locked value of each of the player's wagers can be processed and/or stored in one or more computer system(s), as exemplified by the computer reference character **53**, FIG. **4**. This will enable the casino to electronically monitor the course of the particular game. Should a player attempt to illicitly change their bet during the course of the gaming round, the increase or decrease in the value of the particular player's bet will be detected by the respective detector **16-20** and communicated to the computer system **53**. Although the locked value of the players' monetary wager will not change, the computer **53** will be able to detect the addition or removal of betting chips from the respective betting spot(s) **11-15** and alert casino personnel of the incident. In addition, processing and/or storing the locked value of each player's wager will allow the casino to get an accounting of the total winnings and losses of a particular gaming table, as will be discussed in detail later on. It is noteworthy that whether betting chips **9** may be added or removed from a finalized wager is often dependent on the rules of the game that is played, however, typically, doing such is not allowed from the period in which the betting time for a particular gaming round has ended to the time in which the gaming round has ended. As mentioned, however, there are exceptions to this rule, such as is the case with the game of blackjack which allows for bet adding or removal of betting chips **9** during instances of doubling down, splitting of the hand, and taking of insurance. Other games likewise, may have similar exceptions depending on their rules manner in which they are run by the casino.

Referring to FIG. **2**, blackjack table **10** is shown with betting chips being placed on four out of the five betting spots **11-15**. As indicated by chart **29** of FIG. **2**, each Red betting chip is valued at $5.00, each Green betting chip is valued at $25.00, each Black betting chip is valued at $100.00, and each Pink betting chip is valued at $1,000.00. Thus, when a Red betting chip **30** is placed in betting spot **11**, LCD **21** displays a sum of $5.00 which is the total monetary value of the entire bet placed in betting spot **11**. This is made possible by the use of detector **16** which, as illustrated in FIG. **1**, is located under betting spot **11**, and is capable of recognizing the quantity and value of all of the betting chips placed inside betting spot **11**. Similarly, a Black betting chip **31** is placed into betting spot **12** and is detected by detector **17**, thereby displaying a total value of $100.00 in LCD **22**. Next, betting spot **13** contains four separate betting chips which are spread out and consist of two Pink betting chips, **32** and **33** respectively, as well as two Green betting chips, **34** and **35** respectively. Since the detector **18** is able to distinguish between betting chips of different value (e.g. Pink and Green as shown here) as well as identify two or more of the same betting chip (e.g. two Pink or two Green as shown here), a total monetary value of $2,050.00 is displayed on LCD **23**. Conversely, in situations where there are no betting chips inside the betting spot, as is the case with betting spot **14**, the detector **19** will likewise indicate a total monetary value for the bet (which in this case is $0.00), and display it on the LCD **24**. Finally, in betting spot **15**, two Red betting chips **36** and **37** are shown stacked on top of each other. Here, the detector **20** is likewise able to detect the presence of both of these betting chips and instructs the corresponding LCD **25** to show a total monetary value of $10.00. It is noteworthy that the detector (e.g. **16-20**) will be able to detect the presence of betting chips regardless of how they are placed and positioned inside their respective betting spot. In other words, regardless if the betting chips are spread out in the betting spot (as is shown in FIG. **2**, betting spot **12**) or stacked atop of one another in the betting spot (as shown in FIG. **2**, betting spot **15**), the detector will nevertheless, detect them and ascertain their cumulative value. This is because the detector's ability to detect repetitive occurrences (wherein two or more betting chips of the same monetary value are placed within its detection range) is independent of how those betting chips are placed or positioned inside the betting spot.

In using FIG. **2** to illustrate how a blackjack hand would be dealt from start to finish, we would first assume that the monetary value of each bet shown in the respective LCDs **21-25** represent the final bets for this particular hand as made by the players corresponding to betting spots **11-15**. At this point, the betting time for the gaming round would be closed, thereby preventing the players from increasing or decreasing their bet. As a consequence, the dealer **26** would lock and/or record the total monetary value of each of the bets located in betting spots **11-15** respectively, by pushing button **27**. It is noteworthy that in addition to pushing button **27**, several other methods which are best known to those skilled in the arts may exist for locking and/or recording the total monetary value of each bet in betting spots **11-15**, and thus, need not be elaborated upon herein. From this pint, the dealer **26** would deal each player their blackjack hand and play them through. Since each bet corresponding to betting spots **11-15** was locked and/or recorded and subsequently displayed on LCD **21-25** prior to any cards being dealt, the dealer **26** would be able to verify the total monetary value of each bet placed in the betting spot **11-15**. This would effectively prevent any player from secretly adding or removing betting chips from their original bet during the course of the game and/or after they are aware of whether they won or lost the blackjack hand as the dealer **26** would always know how much money is due to or from each player corresponding to their respective betting spots **11-15**. As previously mentioned, once the dealer locks and/or records the players' wagers, the detector **16-20** corresponding to their betting spot **11-15** the locked value displayed ion the respective LCDs **21-25** will not change despite the detector having detected additional or fewer betting chips **9** prior to the end of the gaming round. For example,

if the player associated with betting spot **13** lost the hand and, unbeknown to the dealer **26**, secretly took back one of their Pink $1,000.00 betting chips (e.g. **34**), the dealer **26**, despite not having seen the chip being removed, would nevertheless know that a Pink betting chip was removed and that the casino is due an additional $1,000.00 from the player in betting spot **13**. This is because LCD **23** would indicate a total bet value of $2,050.00, while the total monetary value of all betting chips in betting spot **13** would be $1050.00. In this manner, players as well as accomplice dealers will effectively be stopped from cheating the casino. It is noteworthy that once the dealer **26** has finished paying out or collecting on won or lost bets in betting spots **11-15**, they would preferably clear the monetary sum displayed on LCDs **21-25** in order to initiate a new gaming round. Clearing of LCDs **21-25** can be done by depressing button **28** located on table **10** or any other preferred method known by those skilled in the art. Once this is done, the monetary values displayed on LCDs **21-25**, or the dealer's computer **53**, FIG. **4**, **80**, FIG. **11** will be released or unlocked, thereby reverting to zero and thereafter, displaying the value of the players' subsequent wagers for the next gaming round.

With regards to the game of Blackjack and other similar type gaming, a player may sometimes be allowed to increase or decrease their wagers during the commencement of the game and prior to the win loss outcome becoming known. In Blackjack, for example, such a scenario may occur when the player decides to double down, split, or take insurance on their hand. Since the players' wagers will be locked at this point in the game, the dealer **26** may initiate an override function which will allow the detected monetary value of the particular player's bet to be adjusted accordingly. This can be done in a number of ways which include the use and/or initiation of a program sequence as well as simply releasing/unlocking of the monetary value of a particular player's bet.

The first method which involves input of program sequence would allow the dealer **26** to activate a program command(s) that would direct the respective LCD **21-25** or dealer's computer **53**, **80** to operate in a particular sequence. The particular type of program sequence as well as the functions it will perform will vary from depending on the game table and required functionality and thus, may best be determined by those skilled in the art or casino personnel. For example, if the particular player wanted to double down on their hand, the dealer **26** may activate a "double down" program sequence for that particular player which would unlock the monetary value indicated on the player's betting spot LCD (or on the dealer's **26** computer **53**, **80**) and allow for the recognization and/or recording of additional betting chips **9** which would be added to the original wager. According to one embodiment, and as shown in FIG. **12**, the dealer **26** may turn to their computer **53**, **80**, select the particular player or betting spot **82-86** from the menu and indicate the desired program sequence to initiate **87-89**. Thus, as shown in FIG. **13**, if the player corresponding to betting spot **13** of FIG. **2** wanted to double down, the dealer **26** may turn to their computer **53**, **80**, press button no. **84** (which may be manual or touch screen), FIG. **12** (which pertains to betting spot **13**), and thereafter, button no. **87**, FIG. **12** which initiates the "double down" program sequence for betting spot **13**. Thereafter, the player occupying betting spot **13** would be required to place an additional $2,050.00 in chips, collectively referenced by character **90**, wherein after, the detector **18** would register and/or record (on the respective LCD **23** or dealer's **26** computer **53**, **80**) the additional $2,050.00 which the player added. As shown in this example, the "double down" program sequence may be specifically programmed to allow for an additional amount of betting chips **9** with a value that is exactly equal to that of the player's original bet; any betting chip **9** value that is different from the original bet amount will initiate a warning alert from the system **1** and/or any of its components such as the respective player's LCD or dealer's computer **53**, **80**. Thus, after the additional chips are detected and accepted on the LCD **23** or dealer's computer **53**, **80**, the adjusted monetary value may once again be locked and/or recorded (either automatically by the system or manually by the dealer's **26** actions such as pressing of button **27**). It is noteworthy that where the dealer **26** inputs a program sequence, the system **1** will react in accordance with that particular program sequence. Thus, if the program sequence pertains to doubling down ref. character **87**, FIG. **12** (in blackjack), the system will expect that the player's original bet be doubled (as just indicated in the example above) and not allow for an alternative variation of wagering. If, on the other hand, the program sequence pertained to splitting of cards, ref. character **88**, FIG. **12**, the system **1** would expect that the player's original bet be doubled as well as allow for another incidence for splitting of the hand or doubling down. Additionally, if the player took insurance and lost, the insurance program sequence, noted by ref. character **89**, FIG. **12**, would allow the dealer to take one half of the player's bet, and thereafter, allow the monetary value of the player's bet to be adjusted on the LCD **23** or dealer's computer **53**, **80**. As mentioned above, the program sequence can be initiated by the dealer **26** through any number of methods including activation from the dealer's computer **53**, **80** (which would be linked or networked to the system **1**) and/or activation by pressing a designated button(s) on the gaming table **10**, similar to buttons **27** and **28**. Despite these two examples, similar methods for initiating the program sequence and which are best known to those skilled in the art may likewise exist and need not be elaborated upon herein.

According to another embodiment, the dealer **26** may override the lock on a particular player's wager (without activating a program sequence) simply by releasing/unlocking the particular wager. This likewise may be initiated in circumstances where the game allows the player to increase or decrease their bet during the commencement of the gamming round (e.g. during an action to double down, split, or take insurance on the hand). Overriding the lock on a particular player's wager may be accomplished by pressing a release button similar to button **28** in FIG. **1** which will allow the detected monetary value of the particular player's bet to be adjusted accordingly. After the particular player's bet is released, the dealer **26** may conduct particular player's gaming round in accordance with the player's decisions (e.g. double down, split, insurance on player hand) and initiate a re-lock of the final wager value once the player's wager has been adjusted in accordance with those decisions.

Referring now to FIG. **3**, blackjack table **10** is shown in an alternative configuration wherein scanners **38-42** have replaced detectors **16-20** as the mechanism for determining the total monetary value of the bet in each of the betting spots **11-15**. As shown, each of the scanners **38-42** are located on top of blackjack table **10** and have a scanning eye referenced **43-47** respectively. Similar to detectors **16-20**, however, scanners **38-42** may likewise, be situated in any location, whether above or below the gaming table, that will allow them to accurately determine and identify the total monetary value of the betting chips in a particular betting spot. In this manner, any betting chips placed in any of the betting spots **11-15** will be scanned by scan beams **48-52** respectively in order to determine their total monetary value. It is noteworthy that scanners **38-42** can identify a betting chip and distinguish it

from others by scanning for unique characteristics pertaining to the scanned betting chips. As previously mentioned, such characteristics may include a distinct type of element/material such as metal, chemical, plastic compound, or electronic device that is embedded in each betting chip. Additionally, distinguishing characteristics may further include printed matter on the betting chip such as a particular code or color scheme (as is often located on the face and around the edges of most betting chip). It is further contemplated that betting chips may be placed inside the detector (such as a chip tray that can detect the monetary value of betting chips **9**) in order for their value and presence to be acknowledged. It should be mentioned that despite the mentioned methods of allowing the betting chips to be identified and distinguished by the scanner (e.g. **38-42**), other methods which are best known to those skilled in the art may likewise exist, and thus, need not be elaborated upon herein.

As previously mentioned, in addition to aiding the table dealer run the gaming rounds and monitor players' attempts to cheat the casino (at a particular gaming table), one or more computers such as computer **53** can likewise be used to compile statistics about the betting activity of the respective players' at a particular gaming table. These computer(s) **53** may be set up to receive data from the gaming table(s) in reference to the bets made by players at a particular gaming table, casino winnings and losses at a particular gaming table, and cumulative casino winnings and losses at two or more gaming tables. It is noteworthy that computer(s) **53** set up to compile statistics about the betting activity of in the casino may be located at a central monitoring station either within or outside of the casino. Furthermore, this computer(s) **53** may be separate and distinct or one and the same from the computer **53**, **80** used by the dealer to monitor player betting activity. Assuming that the dealer's computer **53**, **80** is separate from the casino central computer(s) **53**, it is likewise contemplated that both may be networked to one another so as to enable communication and data sharing between them. Statistical data received from the gaming table(s) can include, but is not limited to the following: 1) the monetary value of each wager made at a particular gaming table, 2) frequency of wagering at the particular gaming table, 3) winnings realized at a particular gaming table, losses realized by a particular gaming table, 4) frequency of attempts to cheat at a particular gaming table (as would be noted if there was a discrepancy or mismatch between the total monetary value of all betting chips in a particular betting spot and the locked monetary value of a player's bet during a gaming round), 5) operation/functionality of the game table system **1**, etc. Received data can thereafter be compiled to generate any of the desired information as noted above.

For example, if the casino wanted to compile a real time or dated record of the day's winnings and losses of all of the bets made at a given gaming table, they may utilize computer **53** in the following manner. First, the computer(s) **53** would collect data from a particular gaming table which would relate to the wagering activity taking place during each gaming round at that table. Data derived from a gaming round can consist of, but is not limited to total monetary value of each bet placed in a particular betting spot per gaming round, total monetary value of all bets placed on the gaming table per gaming round, breakup of the betting chips associated with each particular betting spot, time of bet, date of bet, name and identification information of a particular player at a particular betting spot, gaming table identification number, total revenue or loss that was due to or won from the casino from all bets made on a particular or all gaming tables that utilize the invention disclosed herein, etc. Such data could be tallied up at predetermined time intervals (whether in real time, periodically, or in accordance with a set schedule) in order to give the casino an accounting of how much money was won or lost at a particular gaming table. Most of the data pertaining to the value of wagers made at a particular betting spot **11-20** could be manually or automatically inputted into the casino computer **53** (as will be further discussed later on). With regards to whether a particular player won or lost on a particular gaming round (e.g. the blackjack hand), such data can likewise be manually inputted into the casino computer **53** (e.g. via the dealer's computer **53**, **80**) or automatically inputted into the casino computer **53** via electronic methods best known to those skilled in the art. Such electronic methods may consist of the use of sensors, card readers, video equipment, imagery technology, etc.

After such statistical information is collected and inputted into the casino central computer **53**, the casino can thereafter process the data in order to attain a complete and correct accounting as to the cumulative profits or losses at any one, few, or all gaming tables (that utilize the method and system disclosed herein) within a particular time period. The ability to accurately account for the winnings and losses of any particular gaming table will further enable the casino to monitor the performance of their table runner (e.g. dealer **26**) and whether they may be involved in a scheme to cheat the casino.

As previously mentioned, recorded accounting data derived from each table (e.g. identification and accounting of the locked value of the betting chips wagered on the game table or whether a particular player won or lost on a particular gaming round) can be inputted into computer **53** in a number of different ways, which are not limited to, but include the following methods. A first method would require that the data be compiled and collected from each gaming table and thereafter, manually inputted by casino personnel into computer **53**. Compilation and collection of the data can be done at any desired time interval during the gaming process and manual input of the data into casino computer **53** can likewise be done at any time interval, such as at the end of each work day. A second method would allow the data derived from each gaming table to be automatically uploaded/inputted into computer **53**. Automatic input would allow data that is determined by the system **1** and/or any other electronic devices (such as the value of the betting chips which is detected and recorded by the system **1** or data indicating whether a particular player won or lost on a particular gaming round) to be communicated by the system **1** to the casino computer **53**. An increase or decrease in a player's wager during the commencement of the game (as per initiation of a program sequence mentioned above) would likewise result in data that could automatically be detected by the system **1** and communicated to casino computer **53**. Uploading of data to computer **53** can likewise occur at any predetermined time interval, but would preferably occur on a real time basis. This way, casino personnel would be able to monitor intake and payouts of respective gaming tables in the casino and immediately investigate any suspect situation. It is noteworthy that casino computer **53** can receive data from the gaming tables by either having it manually inputted into it (by authorized personnel), or automatically uploaded to it via a direct connection to the gaming tables which utilizes either a wired or wireless connection.

One embodiment of the data that can be displayed on the computer **53** of FIG. **4** can be seen in FIG. **5**. There, a betting record **54** is shown pertaining to blackjack table **10** of FIG. **2**, reference character **55**. In addition to indicating the particular gaming table, the record **54** also indicates the date **56** (Feb. 20, 2005) and time **57** (11:05 PM and 10 sec.) of the particular gaming round after the time at which further betting ceased

and bets made were recorded and locked. In other words, the record **54** reflects the moment after no further changes in betting was allowed and prior to the dealing of any hand. As shown, the record **54** displays a detailed accounting as to the total monetary value of the betting chips placed in all betting spots numbered **11-15** respectively. To this effect, record **54** indicates that betting spot **11**, reference character **58**, has a total bet amount of $5.00 consisting of 1 Red betting chip; betting spot **12**, reference character **59**, has a total bet amount of $100.00 consisting of 1 Black betting chip; betting spot **13**, reference character **60**, has a total bet amount of $2,050.00 consisting of 2 Pink and 2 Green betting chips; betting spot **14**, reference character **61**, has a total bet amount of $0.00 consisting of no betting chips; and finally, betting spot **15**, reference character **62**, has a total bet amount of $10.00 consisting of 2 Red betting chips. To this record **54**, the additional information as to whether a particular player at a particular betting spot **11-15** had won or lost their wager at the end of the particular gaming round. This data can likewise include the total amount of winnings or losses realized during the particular gaming round (as shown in FIG. **5**, ref. characters **58-62** respectively) as well as the total winnings or losses realized by a particular player from the time that they occupied a particular betting spot to the time that they left it (not shown). The betting record **54** can further contain a total sum of the winnings or losses at a particular gaming table betting spot **11-15** (see FIG. **5**, ref. characters **58-62**) that was realized throughout the course of the day, week, month, etc. It is noteworthy that besides compiling of statistics regarding the gaming activity, if, at any point during a gaming round, the casino central monitoring computer **53** detects a discrepancy or mismatch between the total monetary value of all betting chips in a particular betting spot **11-15** and the locked monetary value of a player's bet during a gaming round, a warning signal may be generated, in real time, which alerts casino personnel (apart from the dealer) that a player may be attempting to cheat the casino. As previously mentioned, the warning signal may be visual, audible, or a combination of the two.

Although most of the discussion thus far has focused on the game of blackjack (as per FIGS. **1**, **2**, and **3**, reference character **10**) to illustrate the invention, it is likewise contemplated that method and apparatus for verifying player's bets on a gaming table may likewise be utilized with gaming tables other then blackjack. To this effect, the detectors discussed above as well as ones which will be discussed below and the like, may likewise be used with all other gaming tables. Such gaming tables would include, but are not limited to roulette, craps, poker (e.g. pai-gow), baccarat, casino war, let-it-ride, wheel of fortune, etc.

With specific regard to gaming tables, such as roulette and craps that simultaneously allow for a multiplicity of distinct bets during a single gaming round, either one or a multitude of independent detectors may be used. Whichever is the case, it is preferred that the detector(s) be able to pinpoint the exact positioning of the bets placed on the gaming table and more particularly, the location of the betting spots, along with the total monetary value of each bet. For example as shown in FIG. **6**, a roulette table **63** which has a spin wheel **64** and a betting board containing a multiplicity of sectioned betting spots **65**, may utilize a single and uniform detector **66** in order to accurately identify the betting chips and their position on the gaming board. The ability to accurately determine the positioning of the betting chips is crucial in games such as roulette since their positioning on the game board often determines the parameters of a player's bet and financial payout if they win. For example, if a player was to place a $20.00 bet on the cross sections of betting spot numbers **4**, **5**, **7**, and **8** located on the roulette betting board **65**, having the marble land on any one of these numbers would result in a $9.00 payout if the player bet $1.00. However, if the same $1.00 bet was placed solely within the borders of betting spot number **5**, a payout would only be won if the marble landed on betting spot number **5**. Of course, the payout would be $36.00 in this case as opposed to the $9.00 payout in the prior example. As such, knowing where a player's bet is situated on a multi betting spot gaming board such as roulette is critical in determining winning bets.

To this effect, FIG. **7** illustrates the detector **66** that is located under the roulette table **63** of FIG. **6**. As illustrated in FIG. **7**, detector **66** is sectioned into multiple quadrants consecutively numbered from i.-xlii. with position grid linings **67** sectioning each quadrant from the other. It is noteworthy that position grid linings **67** are made out of a material that will allow each of the quadrants (i.-xlii.) on detector **66** to be individually sectioned. This is used in order for the detector to be aware of the boundaries of the various betting spots on the betting board as well as enable it to locate the exact positioning of a player's betting chips on the roulette table. For example, suppose that a player places two $5.00 betting chips on the roulette table in a location that is detected by detector **66** to be on the cross sections of quadrants i., ii., v. and vi., as per reference character **68**. The presence of position grid linings **67** will allow the detector to recognize that the $10.00 bet is placed on the cross sections shared between the roulette numbers that are above quadrants i., ii., v., and vi. **68**, namely, numbers **1**, **4**, **2**, and **5**. As such, the detector will be able to accurately determine that the player would be entitled to a payout of 9 to 1 should the marble land on any of those stated numbers above the identified quadrants. Similarly, if the $10.00 bet was detected to be in-between quadrants viii. and iv., as indicated by reference character **69** in FIG. **7**, the payout would be 18 to 1 if the marble happened to land on any of the numbers on the roulette table that are above either quadrant viii. and iv.

Of course, it is further contemplated that detector **66** can be designed to detect the exact positioning of the betting chips placed on top of the roulette table without the use of position grid linings **67** or other type of sectioning mechanism. As a further example to this, detector **66** can be designed to utilize a unique coordinate layout throughout its surface, as shown in FIG. **8**. There each of the marked coordinate points **70** represent a unique coordinate that is recognizable by the detector **66**. Thus, when one or more betting chips are placed on top of any of the coordinate points, the detector or associated computer can automatically correlate that positioning of the betting chips with the location of the relevant betting spot(s) **65**, FIG. **6**, on the game board. This would allow the detector **66** to derive the exact placement of the betting chip(s) on the roulette table **63**. Despite the mentioned methods of pinpointing the exact coordinates of the betting chips on a multi-betting position game table, several other methods of attaining the same may exist which are best known to those skilled in the arts, and thus, need not be elaborated upon herein.

Similar to the roulette table of FIG. **6**, a craps table, as shown in FIG. **9**, may likewise utilize one uniform or multiple betting chip detectors. Since a craps table, like a roulette table also allows for multi-bet chip placements in a single gaming round, it too may utilize one or more independent detector(s) (not shown) that is able to pinpoint the exact location of the betting chips placed on the various betting spots in its betting board. Such a detector would function similar to the detector described for roulette table **63** in FIG. **6** or can vary as is best know to those skilled in the arts. See discussion above.

It is noteworthy that with gaming tables, such as roulette and craps, which allow for simultaneous multi-position betting, (as well as a multitude of different players who may be positioned in various locations around the table), use of an LCD screen for each betting spot may not be feasible. In such a situation, the detectors may transmit the total value of each of the locked and/or recorded bets on the gaming table to a computer, such as computer **53** in FIG. **4** or handheld **80**, FIG. **11** which may be in the position of casino personnel, such as the ones running the gaming table (i.e. the table dealer). In this respect, the computer may display a screen shot of the gaming table with the total monetary value of each bet that was placed on it positioned in the exact location of where the particular bet was made. This is shown in FIG. **15** where the total monetary value of the two bets made on the roulette table in FIG. **6** (i.e. $10.00 for each bet) are displayed on the computer screen **97** as per reference characters **98** and **99**. Alternatively, the computer **54**, **80** may display the total monetary value of each of the bets that was placed on the gaming table in accordance with a coordinate indication system. As shown in FIG. **16**, the total monetary value of the two bets made on the roulette table in FIG. **6** and which is further elaborated upon in FIG. **7**, ref. characters **68** and **68**, is indicated. As displayed by the computer screen **100**, a first wager of $10.00, ref. char. **101**, was placed on quadrants i., ii., iii., and iv. of the roulette table detector **66** (as indicated in FIG. **7**), while a second wager of $10.00, ref. char. **102**, was placed on quadrants viii. and iv. The data shown on screen **100** can indicate further information such as, but not limited to the odds of payout **101**, **102** as well as the possible payout amount if the player's bet is victorious **101**, **102**. It is noteworthy that a combination of the methods noted in FIGS. **15** and **16** or alternative configuration which is best known to those skilled in the art may be likewise used. In this manner, the casino personnel who are running the simultaneous multi-betting game would be able to pinpoint the exact location and amount of any bet that was placed on the game table after the game round was put into play.

Similar to the operation of the blackjack table, in a simultaneous multi-position betting game (e.g. roulette, craps), the exact monetary value of each of the bets made on the table (per gaming round) will be locked and/or recorded once final bets are made. Since the monetary value of all bets made per gaming round will be known by the casino personnel running the game (e.g. by way of being displayed on their computer **53**), discrepancies in the value of a player's bet (in terms of actual betting chips **9**) and the locked and/or recorded value of their bet will automatically indicate a possible attempt to cheat the casino. Thus, similar to the above discussion referencing the game of blackjack, dubious players in simultaneous multi-position betting games will likewise, be deterred from illicitly increasing or decreasing their bets (by secretly adding or removing chips **9**) after the gaming round results are in or at any time after their bets are locked and cannot be changed.

It is further noteworthy that although this disclosure has mainly focused on gaming tables located in casinos, it is wholly contemplated the invention may be utilized with any gaming table that is situated in any location, regardless if that location is a casino or not.

Finally, a flowchart shown in FIG. **10**, illustrates one possible way in which the invention as disclosed herein, may be used. As shown, beginning in start block **72**, all players on the gaming table place their bets for the current gaming round, block **73**. After the betting time in a gaming round is closed, block **74**, none of the players will be able to change their wager for the current gaming round. At this point, the detector(s) associated with the gaming table account(s) the total monetary value of each bet made, block **75** and the dealer will lock and/or record the monetary value of each of the bets placed on the gaming table, as reported by the detector. The value of the bets will thereafter be displayed to the table dealer on an LCD and/or their computer **53**, **80**, block **76**. The dealer thereafter plays the gaming round, block **77**. After the gaming round is over, the dealer pays winning bets and collects on loosing bets in accordance with the exact amounts displayed on the LCD and/or their computer **53**, **80**, block **78**. In the event that a player's expected payout (if the player wins) or the dealer's collection of the bet (if the player looses) differs from the value displayed on the LCD or computer **53**, **80**, the dealer will be alerted that the player may be trying to cheat the casino and may thereafter investigate. It is noteworthy that in the event that the dealer is in on the cheating endeavor, the casino may nevertheless find out about the fraud at the same time in which the fraud occurred (if they are monitoring the gaming tables through their computer (e.g. computer **53** in FIG. **4**) or at the end of a predetermined period in which the gaming table's winnings and losses are tallied in accordance with the monetary values reported by the detector and/or system **1**. After all bets for the gaming round have been paid out or collected, the dealer can thereafter clear and reset the LCD and/or computer **53**, **80** to $0.00, block **79**, in order to initiate a new gaming round, block **72**.

The present embodiments of this invention are thus to be considered in all respects as illustrative and not restrictive; the scope of the invention being indicated by the appended claims rather than by the foregoing description. All changes which come within the meaning and range of equivalency of the claims are intended to be embraced therein.

I claim:

1. A method for allowing a casino game handler to verify a bet made by a player of a casino game on a gaming table at a close of betting time for a gaming round, the gaming table having a designated betting area for receiving a bet by a player, the casino game having rules restricting a player from changing the player's bet after a predetermined close of betting time, said method comprising the steps of:

a) allowing a player to place a bet upon the designated betting area of the gaming table before the betting time has closed;

b) using a betting chip detector to detect the monetary value of the bet placed upon the designated betting area of the gaming table by the player and creating an electrical representation of such detected monetary value;

c) requiring the casino game handler to generate a locking signal at approximately the predetermined close of betting time, and before the gaming round is played;

d) locking the electrical representation of such detected monetary value of the bet placed upon the designated betting area by the player in response to the generation of the locking signal;

e) providing the locked electrical representation of such detected monetary value of the bet to a display device; and

f) displaying the locked monetary value of such bet to the casino game handler on the display device after the betting time has closed.

2. The method of claim **1** including the step of providing a computer proximate to the casino game handler for displaying the locked monetary value of said bet to the casino game handler.

3. The method of claim **2** including the step of electronically displaying the locked monetary value of such bet to said player.

4. The method of claim 1 wherein the casino game is played in a plurality of gaming rounds, said method including the further step of zeroing out the locked monetary value of said bet before performing the detecting step b) during each gaming round.

5. The method of claim 1 including the further step of the casino game handler electronically signaling a request to adjust the locked monetary value of a player's bet after the betting time has closed, and before the end of a gaming round.

6. The method of claim 5 including the further steps of using a computer to compare the adjustment requested by the casino game handler to predetermined casino game procedures to determine whether the requested adjustment is authorized by such casino game procedures.

7. The method of claim 5 wherein the detecting step and locking step are repeated to lock the monetary value of an adjusted bet after the casino game handler requests an adjustment to the locked monetary value of a player's bet.

8. The method of claim 7 including the further step of the casino game handler overriding the locked monetary value of said adjusted bet to effect a further adjustment requested by the player.

9. The method of claim 7 including the further step of creating a warning signal if the detected monetary value of a bet placed upon the designated betting area differs from the locked value of said adjusted bet.

10. The method of claim 1 including the further step of the casino game handler overriding the locked monetary value of a player's bet to effect an adjustment requested by the player.

11. The method of claim 1 including the further step of creating a warning signal if the detected monetary value of a bet placed upon the designated betting area differs from the locked value of said bet after the close of the betting time.

12. The method of claim 1 including the step of transmitting statistical data relating to said bet made by said player at said gaming table to a central computer remote from said gaming table.

13. The method of claim 12 including the step of manually inputting said statistical data into said central computer.

14. The method of claim 12 including the step of automatically inputting said statistical data into said central computer.

15. The method of claim 1 including the step of displaying the locked monetary value of such bet to said player after the betting time has closed.

16. The method of claim 15 including the step of electronically displaying the locked monetary value of such bet to said player on a data display.

17. The method of claim 1 wherein the casino game is a card game, and wherein the gaming round is played when any cards are dealt on the gaming table for such gaming round.

18. The method of claim 1 wherein the casino game is a game using dice, and wherein the gaming round is played when any die is tossed on the gaming table for such gaming round.

19. The method of claim 1 wherein the casino game is roulette, and wherein the gaming round is played when a marble first contacts one of the numbered slots on a roulette wheel for such gaming round.

20. A method for detecting attempted fraud by a player of a casino game on a gaming table, the gaming table having a designated betting area for receiving a bet by a player, the casino game having rules prohibiting a player from changing the player's bet after a predetermined close of betting time, said method comprising the steps of:

a) allowing a player to place a bet upon the designated betting area of the gaming table before the betting time has closed;

b) using a betting chip detector to detect the monetary value of the bet placed upon the designated betting area of the gaming table by the player and creating an electrical representation of such detected monetary value;

c) requiring the casino game handler to generate a locking signal at approximately the predetermined close of betting time;

d) locking the electrical representation of such detected monetary value of the bet placed upon the designated betting area by the player in response to the generation of the locking signal;

e) comparing the monetary value of the bet currently within the designated betting area of the gaming table after the predetermined close of betting time to the locked monetary value at the predetermined close of betting time; and

f) creating a warning signal if the monetary value of the bet currently within the designated betting area of the gaming table after the predetermined close of betting time differs from the locked monetary value at the predetermined close of betting time during a gaming round.

21. The method of claim 20 wherein the locked monetary value of said bet is electronically displayed to said game handler on a data display.

22. The method of claim 21 including the step of locating said data display proximate to said gaming table.

23. The method of claim 20 wherein the casino game is a card game, and wherein the predetermined close of betting time for a particular gaming round occurs before any cards are dealt on the gaming table for such gaming round.

24. The method of claim 20 wherein the casino game is a game using dice, and wherein the predetermined close of betting time for a particular gaming round occurs before any dice are tossed on the gaming table for such gaming round.

25. The method of claim 20 wherein the casino game is roulette, and wherein the predetermined close of betting time for a particular gaming round occurs before a marble begins to fall into any numbered slots on a roulette wheel for such gaming round.

26. The method of claim 20 including the further step of the casino game handler electronically signaling a request to adjust the locked monetary value of a player's bet after the betting time has closed, and before the end of a gaming round.

27. The method of claim 26 including the further steps of using a computer to compare the adjustment requested by the casino game handler to predetermined casino game procedures to determine whether the requested adjustment is authorized by such casino game procedures.

28. The method of claim 26 wherein the detecting step and locking step are repeated to lock the monetary value of an adjusted bet after the casino game handler requests an adjustment to the locked monetary value of a player's bet.

29. The method of claim 28 including the further step of the casino game handler overriding the locked monetary value of said adjusted bet to effect a further adjustment requested by the player

30. The method of claim 28 including the further step of creating a warning signal if the detected monetary value of a bet placed upon the designated betting area differs from the locked value of said adjusted bet.

31. The method of claim 20 including the further step of the casino game handler overriding the locked monetary value of a player's bet to effect an adjustment requested by the player.

32. A gaming table for allowing a casino game handler to verify a bet made by a player of a casino game on the gaming table at a close of betting time for a gaming round, the casino

game having rules restricting a player from changing the player's bet after a predetermined close of betting time, the gaming table comprising:

a) at least one designated betting area for receiving a bet by a player before the betting time has closed;

b) at least one detector for detecting the monetary value of the bet placed upon the designated betting area of the gaming table by the player and creating an electrical representation of such detected monetary value;

c) a locking signal actuator operated by the casino game handler to generate a locking signal at approximately the predetermined close of betting time, and before the gaming round is played;

d) a storage element responsive to the locking signal for locking the electrical representation of such detected monetary value of the bet placed upon the designated betting area by the player at the close of the betting time; and

e) a data display proximate to the gaming table and associated with the storage element for displaying the locked monetary value of such bet to the casino game handler after the betting time has closed.

33. The gaming table of claim **32** wherein said data display also displays the locked monetary value of such bet to said player after the betting time has closed.

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